

WELCOME TO THE WORLD OF

Thayer's Quest™



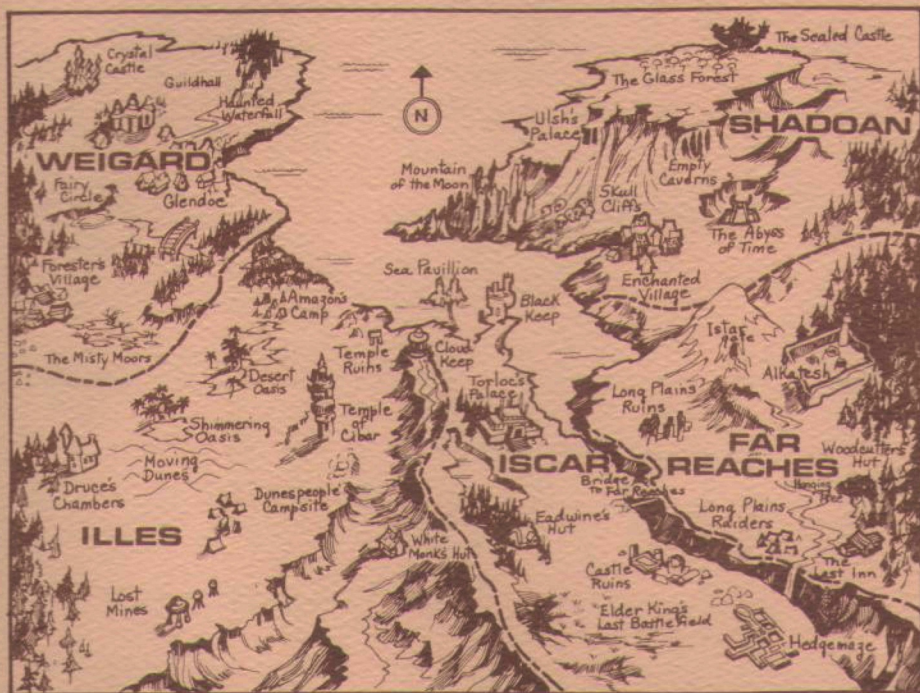
Experience "Thayer's Quest" and enter a world of magic and adventure where you direct the action and determine the outcome.

INSTRUCTIONS

1. **INSERT** coin[s] or token[s] for time. More time is allotted for additional coin[s]/token[s].
2. Press the **START** button.
3. **TYPE** in your full name on the letter keys. Press the **ENTER** key.
4. **PRESS** the **YES** or **NO** key to answer questions.
5. **PRESS NUMBER KEYS** to enter your choice.
6. **PRESS PICTURE KEYS** to get or use items.
7. **GET ITEMS** for bonus points.
8. **USE ITEMS** against enemies and obstacles.
9. **PRESS DROP KEY**, then the item key to drop an item.

HINTS

1. Explore as much as possible. Fully exploring the world of "Thayer's Quest" earns bonus points.
2. Remember clues.
3. Get and use items whenever possible.
4. When Thayer has been wounded, healing locations restore him to full strength. If Thayer is not healed, more than one wound can cost a life.
5. Items earn bonus time.
6. Match the correct item to each situation.



NOTES

--

ENEMIES AND OBSTACLES

Enemies are people or creatures which threaten Thayer or block his progress. Obstacles are objects or situations which threaten Thayer or block his progress.

[We could list the enemies and obstacles in "Thayer's Quest," but we figured it would be more fun for you to find them yourself.]

Sometimes, you can use items to overcome enemies and obstacles. If you want to use an item against an obstacle or enemy, PRESS the key with the picture of the item you want to use. Thayer will use the item against the obstacle or enemy in the situation.

Look for clues throughout the adventure to help you match the correct item with each enemy or obstacle.

Some items will be lost or destroyed when you use them. These items cannot be retrieved.

Important: The options to get or use an item will not be listed on the screen. You must recognize the opportunities to get or use items when they occur.



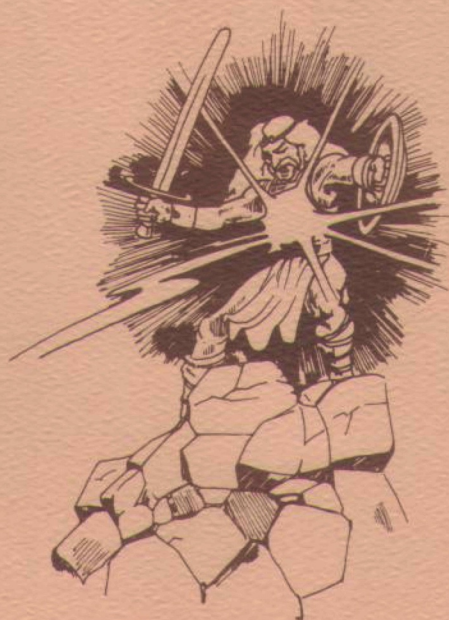
WOUNDING AND HEALING

When "Thayer's Quest" begins, Thayer is healthy and at full strength. If Thayer is wounded, he is weakened and might have to drop one or more items to continue.

If you can guide Thayer to a healing location, he will be healed and his strength will be restored to full power. If Thayer is wounded more than once without being healed, he might die and have to start again from the beginning of the adventure.

When Thayer loses a life, the adventure starts again near the point where Thayer last lost a life. When Thayer loses his last life, he starts again at the beginning of the adventure.

When paid time runs out, The System automatically saves your game. The System has enough room to save up to ten games. If you were one of the last ten people who played, you can either continue playing that game or you can start a new game.



THE ADVENTURE BEGINS

"Thayer's Quest" creates a realm of fantasy and adventure where survival and success depend more on your decisions than your reflexes.

YOU control apprentice wizard Thayer Alconred in his quest against an evil sorcerer. Choose the course of action Thayer takes by pressing the number key which matches your choice. Each option leads to a different outcome. Depending on your choices, each play differs from the next.

You will have time to make your choice, but some situations require quick thinking. If you wait too long, you can miss your chance.

ITEMS

In "Thayer's Quest," for the first time in arcade history, you can get and use treasures, weapons and artifacts. These objects are called items.

ITEMS IN "THAYER'S QUEST"



When the adventure begins, Thayer is carrying three items: the Spell of Understanding, the Spell of Seeing and the Spell of Release.



A BRIEF HISTORY OF THE FIVE KINGDOMS AN INTRODUCTION TO THAYER'S QUEST

One thousand years ago, the Five Kingdoms were united under the benevolent rule of the Elder Kings. But the evil wizard Sorsabal allied himself with dark forces from the land of Shadoan and with their dread power, destroyed the Elder Kings and claimed the Land as his domain.

The Elder Kings preserved their power by parting the Hand of Quoid [Kwode], the great Amulet that was the source and focus of all true magic, and creating the Five Relics. They concealed one Relic in each of the Five Kingdoms, knowing that if Sorsabal possessed the Hand, he would wield absolute control over the Land.

Sorsabal and his dark minions are searching for the Relics. As Thayer Alconred, last of the bloodline of the Elder Kings, you must find the Relics and restore the Amulet of Power before it is too late!

MEET THE SYSTEM

"Thayer's Quest" is like no arcade game you have ever played. You will notice many differences as you get to know The System and "Thayer's Quest," but here's how you get started:



1. PRESS any key to begin play. The System will ask you to enter your name. It might take a while to get used to a talking computer, but relax. The System is friendly, and usually polite.

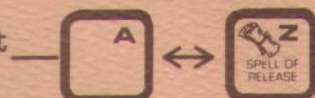
2. Press the letter keys to spell your first name. The system will say each letter as you press the key.



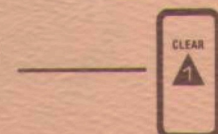
3. Press the SPACE key to separate your first from your last name.



4. Press the letter keys to spell your last name.



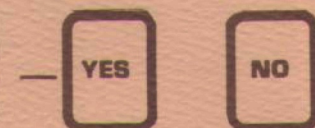
5. If you make a mistake, press the CLEAR key and spell your name again.



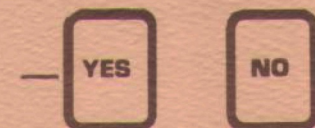
6. Press the ENTER key. The System will say your name and ask you if it said your name the way it sounds.



7. Answer by pressing the YES or NO key. If you do not like the way The System says your name, press NO and The System will let you try a different spelling.



8. Any time The System asks a yes or no question, you can answer by pressing the YES or NO key.



GETTING ITEMS

During the adventure, Thayer will see other items you might want to set and add to your inventory [a list of the items you have]. There are two ways to get an item.

1. The first way to get an item is to press the key with the picture of that item. Thayer will try to take the item in the scene.

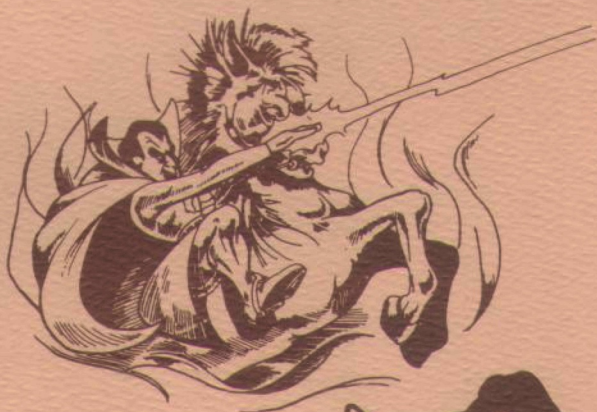
2. The second way to get an item is to use an item you already have. Press the key with the picture of the item you want to use and Thayer will use that item in his attempt to get the item you want. For example: To use the ORB OF QUOID to get the PENTACLE COINS, press the key with the picture of the ORB OF QUOID.

Either way, if you make the correct choice, Thayer will get the item and it will be added to the list of items you have.

If you want to review the items you have, PRESS the ITEMS key. The System will ask if you want to see your items.

If you press YES, The System will show you pictures of each item you are carrying and a narrator will name the items. The scene you were in when you pressed the ITEMS key will REPLAY after you have seen the last item in your inventory.

If you press NO, The System will simply name the items you have. This takes much less time.



DROPPING ITEMS

If you try to get more items than you can carry, The System will tell you that you must drop an item you already have before you can get the item you want. You can choose to drop one or more items OR you can leave behind the item you wanted to get.

If you want to drop an item, press the DROP ITEM key and then the key with the picture of the item you want to drop. When you drop enough items, The System will allow you to get the item you wanted.

A dropped item goes back to where you got it. If you can find the item again and have what you need to get it, you can get it back.

